# PROFESSIONAL DEVELOPMENT FOR INSTRUCTORS

**LEARN AND TEACH REAL-TIME 3D SKILLS FOR IN CLASSROOM AND BEYOND**

With Unity Education Accelerator (UEA), your institution can provide comprehensive professional development opportunities for instructors – covering Unity skills training, resources, best practices, certification, and more – so they can deliver robust learning experiences.

## THE UEA APPROACH

- **Expert-led training by Unity Certified Instructors** – leaders who excel in Unity and demonstrate outstanding teaching skills. A blend of self-paced, live, and small-group learning focused on skill development, project creation, and best practices for teaching Unity

- **Continuous access to a variety of live courses** through an annual subscription, enabling instructors to grow their real-time 3D skills and specialize. Comprehensive courses to prepare instructors to deliver training in game development, augmented reality (AR), virtual reality (VR), digital twins, and more

- **Certification preparedness** to help get educators ready to pass Unity certification exams, aligned to the same certifications they will teach their students

- **A learning community** designed to foster peer-to-peer connection, expanding instructors' networks and enriching their professional development experience

## UNITY COURSES

| COURSE | DURATION | DESCRIPTION |
|---|---|---|
| TEACH UNITY | **3 WEEKS** <br> Approximately 3 hours of learning per week | Educators discover best practices for teaching Unity, from developing a specialized curriculum to fostering full student engagement. By incorporating these strategies into your institution's programs, you can differentiate and enhance your offerings while equipping students with certification in sought-after real-time 3D skills. |
| UNITY FUNDAMENTALS / GAME DEVELOPMENT | **10 WEEKS** <br> Approximately 3 hours of learning per week | Participants embark on a guided Unity learning journey for beginners, providing the background, skills, and confidence needed to create in the Unity Editor. Includes hands-on learning, free assets, and a solid foundation to pursue specialized interests. |
| UNITY ASSOCIATE PROGRAMMER | **10 WEEKS** <br> Approximately 3 hours of learning per week | Educators are prepared to demonstrate core skills and competencies in programming, UI, debugging, and asset management. |
| TEACH UNITY + UNITY VR DEVELOPMENT | **6 WEEKS** <br> *Summer intensive* <br> Approximately 6 hours of learning per week | Educators learn to design and develop their own VR applications through creating prototypes, tackling challenges, and reinforcing skills with quizzes. Enables the creation of diverse VR experiences – from interactive walkthroughs of ancient ruins to product configurators and simulators for dangerous machinery – bringing ideas to life. |
| TEACH UNITY + UNITY FUNDAMENTALS / GAME DEVELOPMENT | **6 WEEKS** <br> *Summer intensive* <br> Approximately 6 hours of learning per week | Condensed version of our guided Unity learning journey for beginners, providing the background, skills, and confidence needed to create in the Unity Editor. Includes hands-on learning, free assets, and a solid foundation to pursue specialized interests. |

## UNITY PROFESSIONAL DEVELOPMENT CALENDAR 2024*

Regardless of the start date of your institution's Unity Education Accelerator subscription, educators can participate in professional development opportunities.



**Unity Fundamentals**
Certification: Unity Certified Associate Game Developer
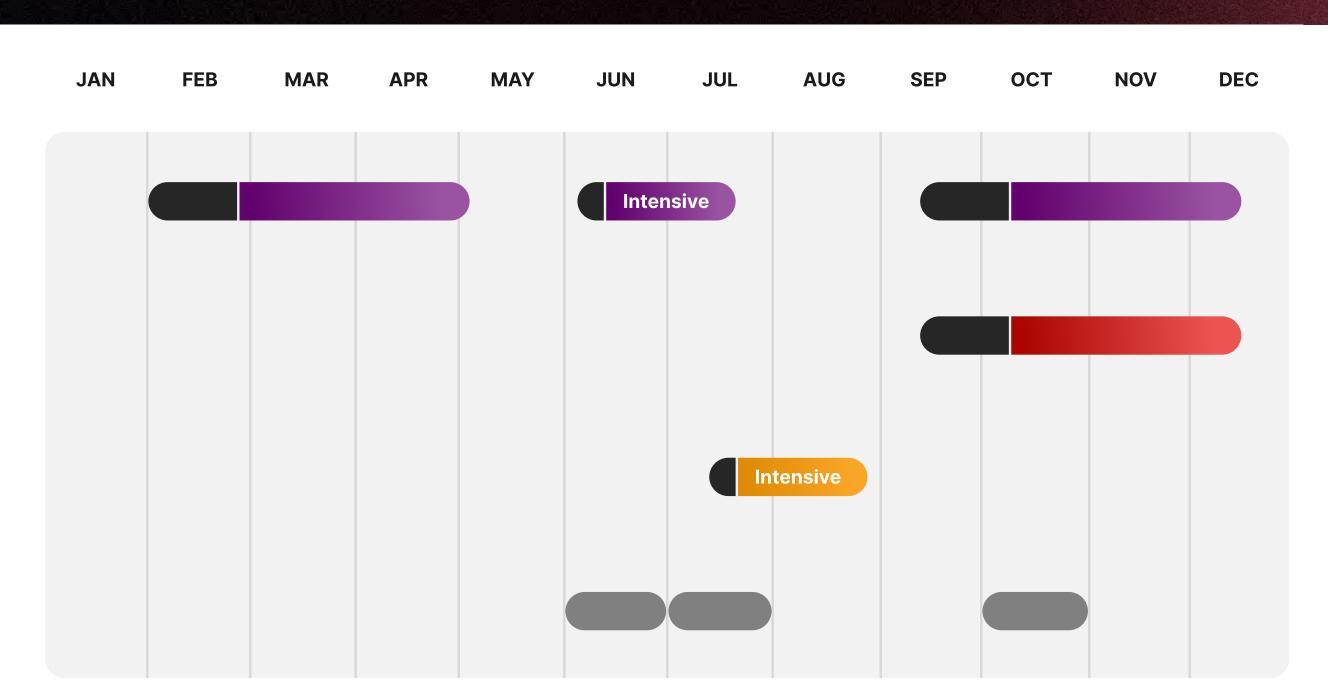
**RT3D Programming**
Certification: Unity Certified Associate 3D Programmer

**VR Development**
Certification: Unity Certified VR User

**Workshops**
Updates and new features

**Courses** generally span 10-13 weeks, 3 hours of active learning per week including certification preparation.

**Intensives** span 5-6 weeks, 6 hours of learning per week including certification preparation.

**Workshops** are 1 day, 1-3 hours long. Keep learners up-to-date and knowledgeable about new features and technology innovations, and inspire creativity.

■ = **Teach Unity** a course that prepares instructors to teach Unity and Unity certifications to their students. Spans 3 weeks, 3 hours of learning per week.

**\*courses and dates are subject to change**

## READY TO TEACH REAL-TIME 3D SKILLS?

To learn more about Unity Education Accelerator and Unity plans for education visit our website.